

A1 (Tempo $\text{♩} = 180$) ($r = 90$)

Thumb hole open

A2 **A3** **A4** **A5** (Silence c. 5")

Bend

Fingering Chart 1

Chanter 1. **A1**-**A20**

A6 **A7** **A8** **A9** **A10** (Silence c. 3")

Bend

A11 **A12** **A13** **A14** **A15** (Silence c. 2")

Bend

N.B. bars **A16**-**A20** are a repeat of bars **A11**-**A15**

Fingering Chart 2

Chanters 2-5. [C12] - [C40]

[C12] **M** (Tempo $\text{♩} = 130$) (r = 65)

Chanters 2-5

Thumb hole open

Bend

[C15]

[C17]

Bend

[C20]

[C23]

[C26]

Stomp

Stomp

Stomp

Stomp

[C29]

Bend

[C32]

[C35]

[C38] Bend

March

Ch 2-5 **C41** (Tempo $\text{♩} = 130$) (r = 65)

C44 **C47** **C50**

Stomp

Stomp

Stomp

Bend

Bend

Bend

C53 **C56** **C59** **C62**

Bend

Bend

Bend

Bend

Stomp

Thumb hole closed

Fingering Chart 3

Chanters 2-5. **C41** - **C62**

Movement Chart

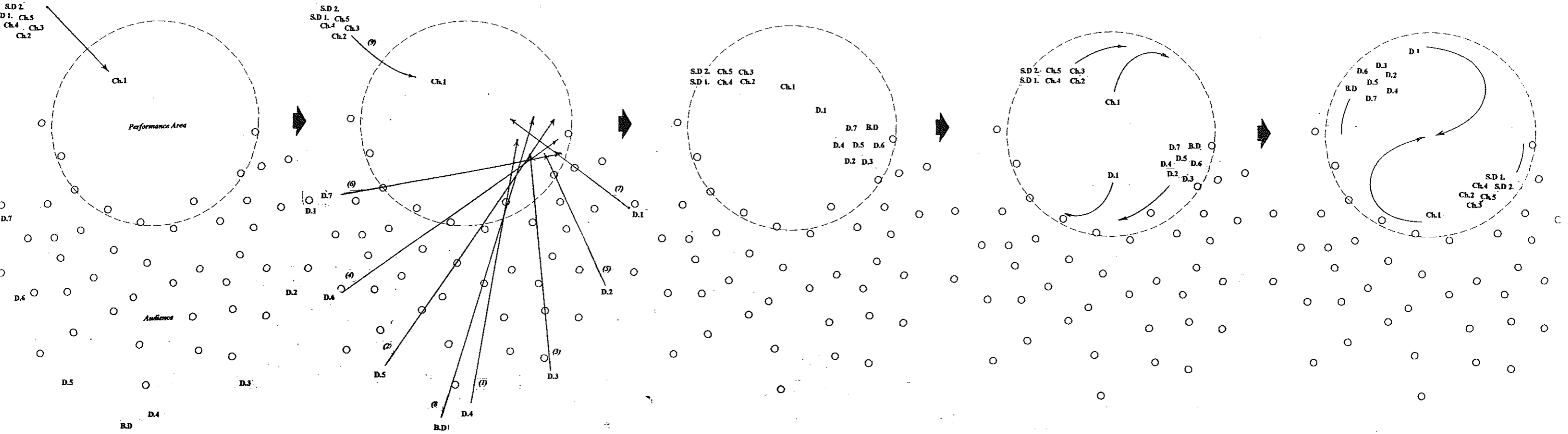
ENTRY - EXIT

ENTRY

A1 - B13 (March On)

C1 - C28 (Stop Marching)

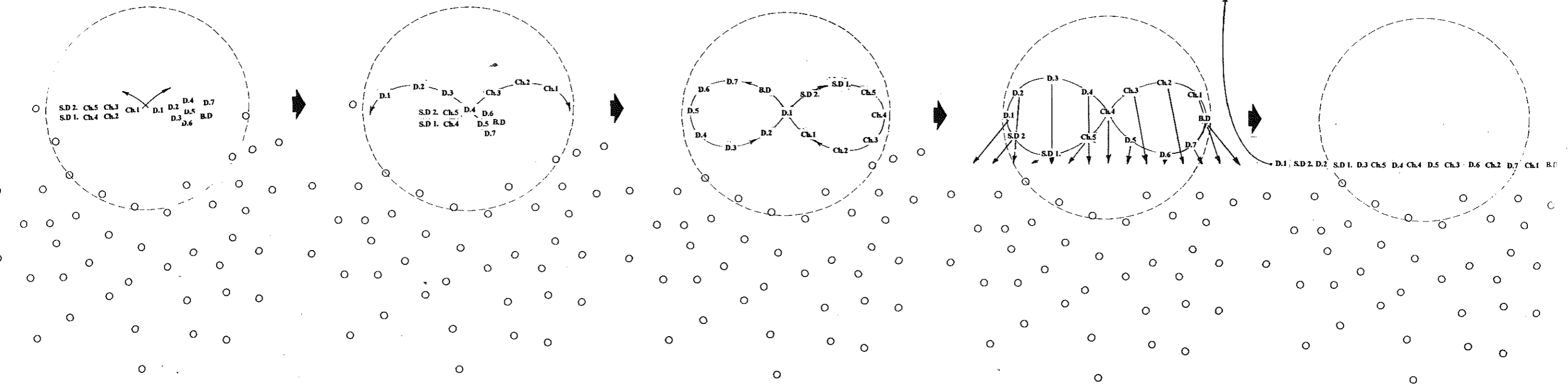
C29 - C62 (March @)



D1 - D10 (March @)

D11 - D15 (March @)

EXIT (Stop Marching)



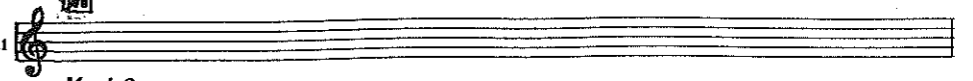
ENTRY

He tangi mō mua: *Tears for the past*

Ad lib.

M

Ch. 1



March On

D2 Whakakotahihia ngā iwi o Aotearoa: *People of New Zealand unite*

D3

D4

D5

D6

The musical score consists of 12 staves. Staves 1-5 are for Channels 1-5 (Ch.1-5), each featuring a series of notes with 'Bend' annotations and 'Silence' durations (e.g., (c 2"), (c 1 1/2"). Staves 6-7 (S.D.1, S.D.2) and 8 (R.D.) show dynamic markings like 'ff' and 'pp' along with specific notes and rests. Staves 9-12 (D.1-D.7) are for Distortion channels, with notes and bends, and 'Silence' durations (e.g., (Silence c 6"), (c 3 1/2").

D7 (Silence c 2") D8 Bend (c 2") Bend (Silence c 2") D9 Bend (c 2") Bend (Silence c 2") D10 Bend (c 2") Bend (Silence c 2") D11 (Tempo = 130) Bend

Ch.1 Ch.2 Ch.3 Ch.4 Ch.5

S.D.1 S.D.2 B.D.

D.1 D.2 D.3 D.4 D.5 D.6 D.7

March ③ rit. Bend

(Silence c 2") (c 1 1/2") (Silence c 1 1/2") (c 1 1/2") (Silence c 1 1/2") (c 1 1/2") (Silence c 1 1/2")

(Silence c 1") (c 1") (Silence c 1") (c 1") (Silence c 1") (c 1") (Silence c 1") (c 1") (Silence c 1")

(c 2") (Silence c 2") (c 2") (Silence c 2") (c 2") (Silence c 2")

PP tr PP ff PP tr PP ff PP tr PP ff PP tr PP ff

(Silence c 3") Bend (c 2") Bend (Silence c 1 1/2") Bend (c 1") Bend (Silence c 1") Bend (c 1/2") Bend (Silence c 1/2")

Bend (c 1 1/2") Bend (Silence c 1") Bend (c 1") Bend (Silence c 1") Bend (Silence 1/2") (X9)

Bend (c 1/2") Bend (Silence 1/2") Bend (c 1/2") Bend (Silence 1/2") (X3)

(X4)

Bend (Silence c 1") Bend (c 1") Bend (Silence c 1") Bend (c 1") Bend (Silence 1/2") Bend (c 1/2") Bend (Silence 1/2") (X3)

(Silence c 2") Bend (c 1 1/2") Bend (Silence c 1") Bend (c 1") Bend (Silence c 1") Bend (c 1/2")

EXIT

D14 **D17**

Ch.1 *Stop Marching*

Ch.2 *Stop Marching*

Ch.3 *Stop Marching*

Ch.4 *Stop Marching*

Ch.5 *Stop Marching*

S.D.1 *pp* *tr* *ff* *Stop Marching*

S.D.2 *pp* *tr* *ff* *Stop Marching*

B.D. *pp* *tr* *ff* *Stop Marching*

S.D.1&2 *mf* *All March Off dim.*

B.D. *mf* *All March Off dim.*

D.1 *Stop Marching*

D.2 *Stop Marching*

D.3 *Stop Marching*

D.4 *Stop Marching*

D.5 *Stop Marching*

D.6 *Stop Marching*

D.7 *Stop Marching*